

**DEMO**

# Dungeon Travelers 2

THE ROYAL LIBRARY & THE MONSTER SEAL

INSTRUCTION MANUAL



## **WARNING: PHOTOSensitivity/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**



## **WARNING: PHOTOREACTIVITY/EPILEPSY/SEIZURES**

### **USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

# PRECAUTIONS FOR USE

**Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.**

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



# PRECAUTIONS FOR USE

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



# FCC & IC NOTICE – PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

## FCC & IC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

## BASIC CONTROLS



## BASIC CONTROLS/CONTROLS IN BATTLE

DIRECTIONAL BUTTONS	Select
X BUTTON	Confirm
O BUTTON	Cancel
A BUTTON	Enlarge or reduce character display (when ZOOM is displayed on the bottom right of the Guild or Camp screen)
L BUTTON	Switch among characters, classes, pages *1 / Open status screen (only during battle) *2
R BUTTON	Switch among characters, classes, pages *1 / Switch between check displays (only during battle) *3
L + R + START BUTTON	Return to title

\*1 Skill Custom, map/floor level, equipment change/status/Libra Book, etc. \*2 Displays character details. \*3 Displays enemy name, status ailments, chants, etc.

## CONTROLS DURING CONVERSATIONS

UP BUTTON	View message backlog
X BUTTON	Advance
O BUTTON	Hide message window
A/START BUTTON	Open Option menu
□ BUTTON	Auto-play messages
R BUTTON	Skip messages

## CONTROLS IN THE DUNGEONS

UP BUTTON	Move forward
DOWN BUTTON	Turn around/move backwards (Can change in Key Config)
LEFT/RIGHT BUTTON	Turn 90 degrees to left/right
X BUTTON	Confirm/open treasure box
O BUTTON	Switch between surrounding map/entire map/no display
A BUTTON	Open Option menu
D BUTTON	Open Camp menu
L / R BUTTON	Strafe
LEFT STICK	Scroll map



# GETTING STARTED

## TITLE MENU

Once the opening movie has finished, the title screen will be displayed. You can skip the movie by pressing any button. The title menu has the following selections:

**NEW GAME**

Start the game from the beginning.

**CONTINUE**

Continue the game from where you left off. Choose the save file you wish to continue from, and press the **X** button to confirm.

**OPTIONS**

Change the various settings within the game. Options can be opened while moving or during conversations by pressing the **A** button.

## ABOUT SAVE/LOAD

The data list can be accessed through Guild, Camp Menu, then either the "Save" or "Load" option. Choose which slot you wish to save to, and press the **X** button to confirm. If saved data already exists, you can overwrite the save.

\*In order to save, the memory card must have at least 780KB of free space. In addition, please do not turn off the PlayStation® Vita while saving or loading.



# GAME FLOW

In order to seal the monsters infesting the various areas within the Kingdom of Romulea, the Libra Fried goes on a journey with a unique party! Since the dungeons are inhabited by numerous monsters, progression will not come easily. Raise your characters' levels, collect equipment, and improve your party.

\*For this title, the enemies are all referred to as "monsters" instead of demons or goblins.

## PREPARE AT THE GUILD



Customize your party and check your equipment here. Unneeded items can be left in storage.

1

## EXPLORE THE DUNGEONS



In the dungeons, maps will be created with an auto-mapping feature. It will be easier to not strain yourself early on and hold off on lengthy excursions until you have increased your strength.

## ENCOUNTER MONSTERS



You will encounter monsters during your explorations. Fight through them with superior battle strategies.

3

## VICTORY IN BATTLE



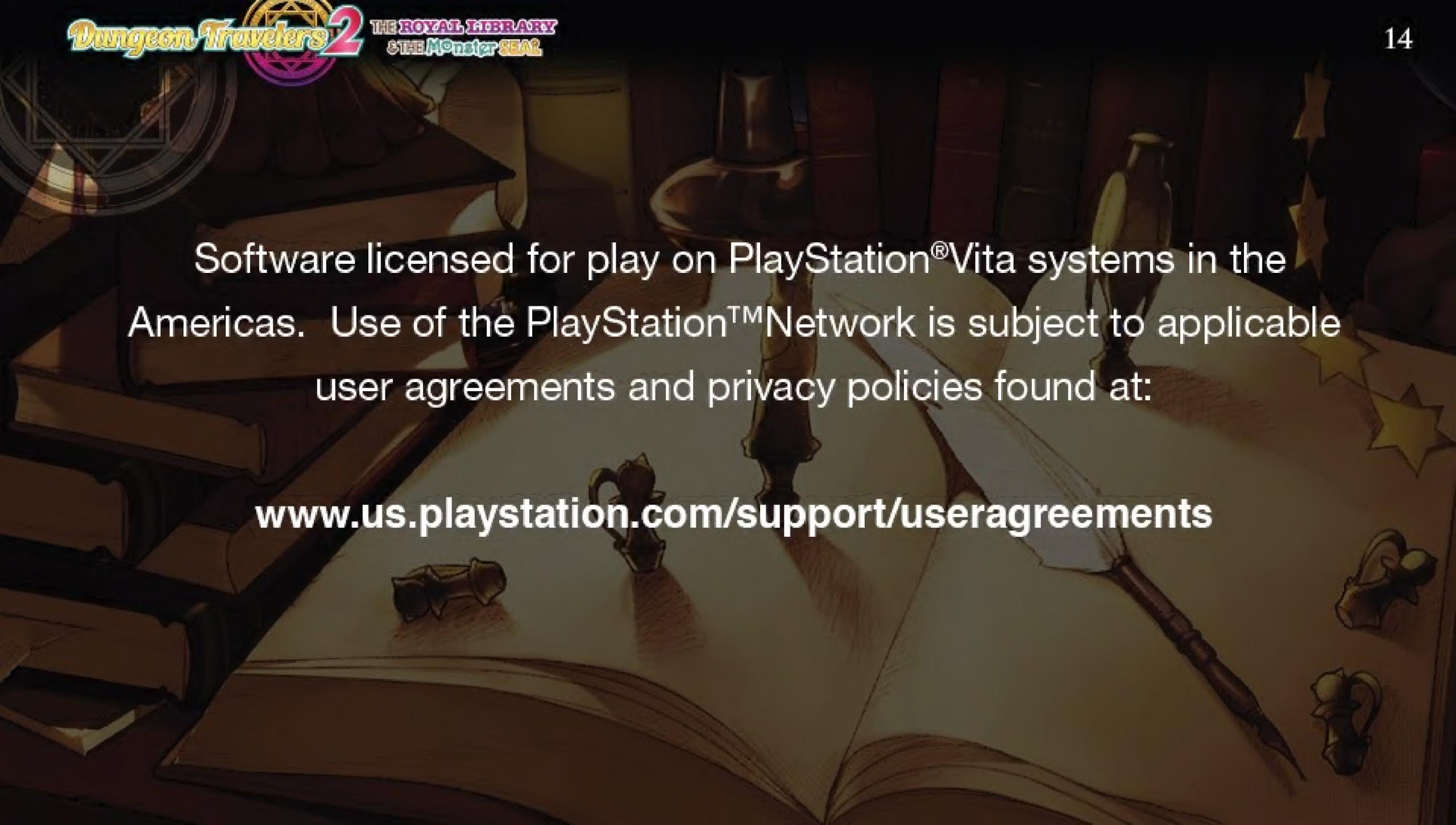
You will acquire EXP points, gold, and items from battle. Check your characters' conditions and decide whether you want to go deeper or return to the Library.

4



For more information on this game, please visit:

[www.atlus.com/dungeonttravelers2](http://www.atlus.com/dungeonttravelers2)

A detailed illustration of a medieval-style library. In the foreground, an open book lies flat, with a quill pen resting on its right page. Several small, gold-colored seals or tokens are scattered across the left page. In the background, tall wooden bookshelves are filled with numerous books. A single lit candle in a glass holder stands on a shelf, casting a warm glow. The overall atmosphere is one of a quiet, scholarly environment.

Software licensed for play on PlayStation®Vita systems in the Americas. Use of the PlayStation™Network is subject to applicable user agreements and privacy policies found at:

[www.us.playstation.com/support/useragreements](http://www.us.playstation.com/support/useragreements)



The Sony Computer Entertainment logo is a trademark of Sony Corporation. “PlayStation”, the “PS” family logos and the PS Vita logo are trademarks of Sony Computer Entertainment Inc.